



NAME:	
DATE:	
	POINTS
List at least two ways to avoid getting lost.	
	10
	10
List three (3) things to do if lost.	
	10
	<u>10</u>
	10
If injured you should:	
	10
What do you do if no one knows you are missing?	
	<u> </u>
How do you use a watch and the sun to find direction?	10
Define the universal distress signal.	<u> </u>
Define the aniversal distress signal.	10
Explain how to locate the North Star.	<u>-</u>
	<u> </u>
POINTS POSSIBLE:	<u>100</u>
	4306.20



POINTS DEDUCTED:

FINAL SCORE:



KEY

POINTS 1. List at least two ways to avoid getting lost. TELL OTHERS BEFORE YOU LEAVE, STUDY THE AREA 10 BEFORE YOU LEAVE, WHILE TRAVELING WATCH FOR LANDMARKS - HOW WILL THEY LOOK ON RETURN 10 Ref: TLP. Pg. 2, sect. I, 2. List three (3) things to do if lost. LET YOUR CREW FIND YOU 10 STAY PUT 10 **USE THE UNIVERSAL DISTRESS CALL** 10 Ref: TLP. Pg.2, sect. II 3. If injured you should: CHOOSE A CLEAR SPOT/TOP OF OPEN POINT SIGNAL CAN 10 **BE SEEN FROM AIR** Ref: TLP. Pg. 2, sect. II 4. What do you do if no one knows you are missing? REMAIN CALM, SIT DOWN, TAKE IT EASY, REASON -10 MENTALLY TRACE YOUR WAY BACK TO POINT YOU **DEFINITELY KNOW YOU WERE** Ref: TLP. Pg. 3, sect. IV 5. How do you use a watch and the sun to find direction? POINT THE HOUR HAND AT SUN, USING STANDARD TIME. 10 1/2 WAY BETWEEN HOUR HAND & 12 O'CLOCK IS SOUTH Ref: TLP. Pg. 4, sect. IV-I 6. Define the universal distress signal. A SIGNAL REPEATED THREE TIMES AT FREQUENT 10 **INTERVALS** Ref: TLP, Pg. 2, sect. II, D



KEY

POINTS

7. Explain how to locate the North Star.

FOLLOW TWO STARS ON THE BOWL OF THE BIG DIPPER TO THE STAR ON THE END OF THE HANDLE OF THE LITTLE DIPPER. THIS IS THE NORTH STAR.

10

Ref: TLP. Pg. 4, sect. V

POINTS POSSIBLE: 100

POINTS DEDUCTED:

FINAL SCORE: